

Amendments to the Claims:

This listing will replace all prior versions, and listings, of the claims in the application.

Listing of Claims:

1. (currently amended) A microprocessor controlled toy building element (101, 501) comprising

a microprocessor (102, 507) which can execute instructions in the form of a program stored in a memory (117, 509);

a display (104, 508) ~~integrated in~~ integral within the toy building element (101, 501) to thereby form a single unit and adapted to display icons representing instructions to the microprocessor (102; 507);

coupling means for coupling with building elements that can be moved by maneuvering means, said maneuvering means being controllable in response to the instructions,

the display (104, 508) comprises a plurality of icons (204, 205, 206, 207, 208) that are configured to illustrate patterns of movement, and which icons can be activated by a user for programming the microprocessor, and

signalling with icons from the plurality of icons, said icons that are signalled with representing a pattern of movement followed by the toy building element;

~~said microprocessor receiving signals from sensors, said microprocessor changing at least a portion of said patterns of movement associated with at least a portion of said icons in response to said signals.~~

2. (previously presented) A microprocessor controlled toy building element according to claim 1, characterized in that a type of icons (207, 208) is configured to illustrate modifications of patterns of movement.

3. (previously presented) A microprocessor controlled toy building element according to claim 1, characterized in that the toy comprises means for generating a first set of instructions comprising parameters upon activation of a first type of icons (204, 205, 206), which instructions and/or parameters may be modified by activation of a second type of icons (207, 208) .

Claim 4 – (canceled)

5. (previously presented) A microprocessor controlled toy building element according to claim 1, characterized in that a first group of rules is conditioned by a first group of signals, and that a second group of rules (R1-R6) is conditioned by a second group of signals.

6. (currently amended) A microprocessor controlled toy building element according to claim 1, characterized in that instructions corresponding to one icon implement one rule by controlling the maneuvering means in response to ~~said~~ signals from electrical and/or electronic units ~~said sensors~~.

7. (previously presented) A microprocessor controlled toy building element according to claim 1, characterized in that the microprocessor executes rules (R1-R6) in the form of instructions which control units,

said rules being conditioned by a plurality of signals,

said rules being arranged in an at least partly prioritized order,

said prioritized order indicating which one of several rules is to be allowed to control a unit,

said order being arranged according to the signals by which they are conditioned.

8. (previously presented) A microprocessor controlled toy building element according to claim 1, characterized in that the toy comprises keys (113, 114, 115) integrated in the toy, said keys being capable of activating the icons.

9. (previously presented) A microprocessor controlled toy building element according to claim 1, characterized in that the toy comprises communications means (505, 504) for receiving, commands which can be converted into a program that can be executed by the microprocessor.

10. (previously presented) A microprocessor controlled toy building element according to of claim 1, characterized in that the toy comprises communications means for transmission (505, 504) of commands.

11. (previously presented) A microprocessor controlled toy building element according to claim 1, characterized in that the toy comprises communications means (54) for transferring information via a light guide (503) .

12. (previously presented) A microprocessor controlled toy building element according to claim 1, characterized in that the toy comprises an elongated light guide (503), through which visible light may be transmitted in its longitudinal direction, said light guide being adapted to allow part of the light transmitted to escape through its sides.

13. (previously presented) A toy building set according to claim 1, characterized by comprising toy building elements with coupling means for mutual coupling.

14. (currently amended) A microprocessor controlled toy building element (101, 501) comprising

a microprocessor (102, 507) which can execute instructions in the form of a program stored in a memory (117, 509);

a display (104, 508) ~~integrated in~~ integral within the toy building element (101, 501) to thereby form a single unit and adapted to display icons representing instructions to the microprocessor (102; 507);

coupling means for coupling with building elements that can be moved by maneuvering means, said maneuvering means being controllable in response to the instructions,

the display (104, 508) comprises a plurality of icons (204, 205, 206, 207, 208) that are configured to illustrate patterns of movement, and which icons can be activated by a user for programming the microprocessor, and

signalling with icons from the plurality of icons, said icons that are signalled with representing a pattern of movement followed by the toy building element;

~~said microprocessor receiving signals from sensors, said microprocessor changing at least a portion of said patterns of movement associated with at least a portion of said icons in response to said signals.~~

15. (previously presented) A microprocessor controlled toy building element according to claim 14, characterized in that a type of icons (207, 208) is configured to illustrate modifications of patterns of movement.

16. (previously presented) A microprocessor controlled toy building element according to claim 14, characterized in that the toy comprises means for generating a first set of instructions comprising parameters upon activation of a first type of icons (204, 205, 206), which instructions and/or parameters may be modified by activation of a second type of icons (207, 208).

Claim 17 – (cancelled)

18. (previously presented) A microprocessor controlled toy building element according to claim 14, characterized in that a first group of rules is conditioned by a first group of signals, and that a second group of rules (R1-R6) is conditioned by a second group of signals.

19. (currently amended) A microprocessor controlled toy building element according to claim 14, characterized in that instructions corresponding to one icon implement one rule by controlling the maneuvering means in response to ~~said~~ signals from electrical and/or electronic units ~~said sensors~~.

20. (previously presented) A microprocessor controlled toy building element according to claim 14, characterized in that the microprocessor executes rules (R1-R6) in the form of instructions which control units,

said rules being conditioned by a plurality of signals,

said rules being arranged in an at least partly prioritized order,

said prioritized order indicating which one of several rules is to be allowed to control a unit,

said order being arranged according to the signals by which they are conditioned.

21. (previously presented) A microprocessor controlled toy building element according to claim 14, characterized in that the toy comprises keys (113, 114, 115) integrated in the toy, said keys being capable of activating the icons.

22. (previously presented) A microprocessor controlled toy building element according to claim 14, characterized in that the toy comprises communications means (505, 504) for receiving commands which can be converted into a program that can be executed by the microprocessor.

23. (previously presented) A microprocessor controlled toy building element according to claim 14, characterized in that the toy comprises communications means for transmission (505, 504) of commands.

24. (previously presented) A microprocessor controlled toy building element according to claim 14, characterized in that the toy comprises communications means (54) for transferring information via a light guide (503).

25. (previously presented) A microprocessor controlled toy building element according to claim 14, characterized in that the toy comprises an elongated light guide (503), through which visible light may be transmitted in its longitudinal direction, said light guide being adapted to allow part of the light transmitted to escape through its sides.

26. (previously presented) A toy building set according to claim 14, characterized by comprising toy building elements with coupling means for mutual coupling.

27. (currently amended) A microprocessor controlled toy building element (101, 501) comprising

a microprocessor (102, 507) integrated in the toy building element (101, 501) which can execute instructions in the form of a program stored in a memory (117, 509);

a display (104, 508) ~~integrated in~~ integral within the toy building element (101, 501) to thereby form a single unit and adapted to display icons representing instructions to the microprocessor (102; 507);

coupling means for coupling with building elements that can be moved by maneuvering means, said maneuvering means being controllable in response to the instructions,

the display (104, 508) comprises a plurality of icons (204, 205, 206, 207, 208) that are configured to illustrate patterns of movement, and which icons can be activated by a user for programming the microprocessor, and

signalling with icons from the plurality of icons, said icons that are signalled with representing a pattern of movement followed by the toy building element.

28. (previously presented) A microprocessor controlled toy building element according to claim 27, characterized in that the toy comprises means for generating a first set of instructions comprising parameters upon activation of a first type of icons (204, 205, 206), which instructions and/or parameters may be modified by activation of a second type of icons (207, 208) .



29. (previously presented) A microprocessor controlled toy building element according to claim 27, characterized in that the microprocessor (102, 507) is adapted to receive signals from electrical and/or electronic units.

30. (previously presented) A microprocessor controlled toy building element according to claim 27, characterized in that instructions corresponding to one icon implement one rule by controlling the maneuvering means in response to signals from electrical and/or electronic units.

31. (previously presented) A microprocessor controlled toy building element according to claim 27, characterized in that the microprocessor executes rules (R1-R6) in the form of instructions which control units,

said rules being conditioned by a plurality of signals,

said rules being arranged in an at least partly prioritized order,

said prioritized order indicating which one of several rules is to be allowed to control a unit,

said order being arranged according to the signals by which they are conditioned.

32. (previously presented) A microprocessor controlled toy building element according to claim 27, characterized in that the toy comprises keys (113, 114, 115) integrated in the toy, said keys being capable of activating the icons.

33. (previously presented) A microprocessor controlled toy building element according to claim 27, characterized in that the toy comprises communications means (505, 504) for receiving, commands which can be converted into a program that can be executed by the microprocessor.

34. (previously presented) A microprocessor controlled toy building element according to of claim 27, characterized in that the toy comprises communications means for transmission (505, 504) of commands.